

Hastings 1066



INTRODUCTION

Hastings 1066 is based on the conquest of England in the early Middle ages. Three players fight for the real: the new Saxon king Harold II must hold the coastline against his two opponents: the Norman William and his army in the South, and the Vikings of Harald Hardrada landing from Norway in the North.

Hastings 1066 lasts 12 turns each representing about 1 month, between January and December 1066 AD. It opposes three players over England: a **Saxon**, a **Norman** and a **Viking**.

Forces of the different sides are not identical.

- The **Saxons** can raise many feudal levies and have their famous Huskarls heavy infantry.
- The **Normans** have Flemish and Briton allies from France, and their cavalry is impressive.
- The **Vikings** are fearful warriors and their Berserkers are especially threatening.

Les cartes événements vont permettre de renouveler les parties par un ensemble de fluctuations diplomatiques, militaires, politiques ou économiques variées.

DURATION

Average Duration: 1h30

Favored Side: None

Most Difficult Side to Play: Saxons

This scenario lasts 12 turns (between January and December 1066), each turn being equivalent to one month.

The **Viking player** starts first, followed by the **Saxon player** and then the **Norman player**



FORCES

The **Saxon** player controls the **Saxon units (tan)**.

The **Norman** controls the **Norman, Briton, Frankish units (blue)**.

The **Viking** player controls the **Viking units (purple)**.

MAPBOARD

The map shows the southwest of England, Normandy and Western Norway. Each side controls all the region in its starting theater.



VICTORY

IMMEDIATE VICTORY OR DEFEAT

- When a player reaches 20 VP or more at the end of a turn.
- Immediate defeat for the **Norman** player when he loses his leader William.
- Immediate defeat for the **Viking** player when he loses his leader Hardrada.

Otherwise the player with the most VP by the end of the scenario wins the game.

VP GAINS

- The **Norman** or **Viking** players earn 2 VP each time they first control the following cities: London (Essex) / York.

VP LOSSES

- The **Norman** or **Viking** players lose 2 VP if they do not control the following cities at the end of the scenario: London (Essex) / York.

SPECIAL RULES

SUPPLY

There is no supply phase in this scenario.

ECONOMIC PHASE

Every odd turn (turns 1, 3, 5...), players have an economic phase where they collect income, maintain their forces and buy new units.

PURCHASE COST OF UNITS AND EXTRA CARDS

- Fyrd (Saxons) / Supply wagons : \$1.
- Knights (Normans) / Guard (Saxons and Vikings) / Huskarls (Saxons) / Berserkers (Vikings) / extra card: \$3.
- Norman « Motte »: \$4
- Other units: \$2

The following units cannot be recruited unless some specific cards are played:

- Saxons : Mercenaries (m)
- Normans : Bretons, Franks, Sicilians.
- Vikings : Rebels.

MERCENARIES

Those mercenary units « m » can be recruited only in border regions of England (near Wales or Scotland).

FLEETS

In **Hastings 1066**, the “Fleet” units can transport an unlimited number of units. They have no combat value, and thus there is no naval combat in this scenario.

MOTTE

The **Norman** fortress « Motte » can be built in any coastal area of southern England at the cost of \$4.